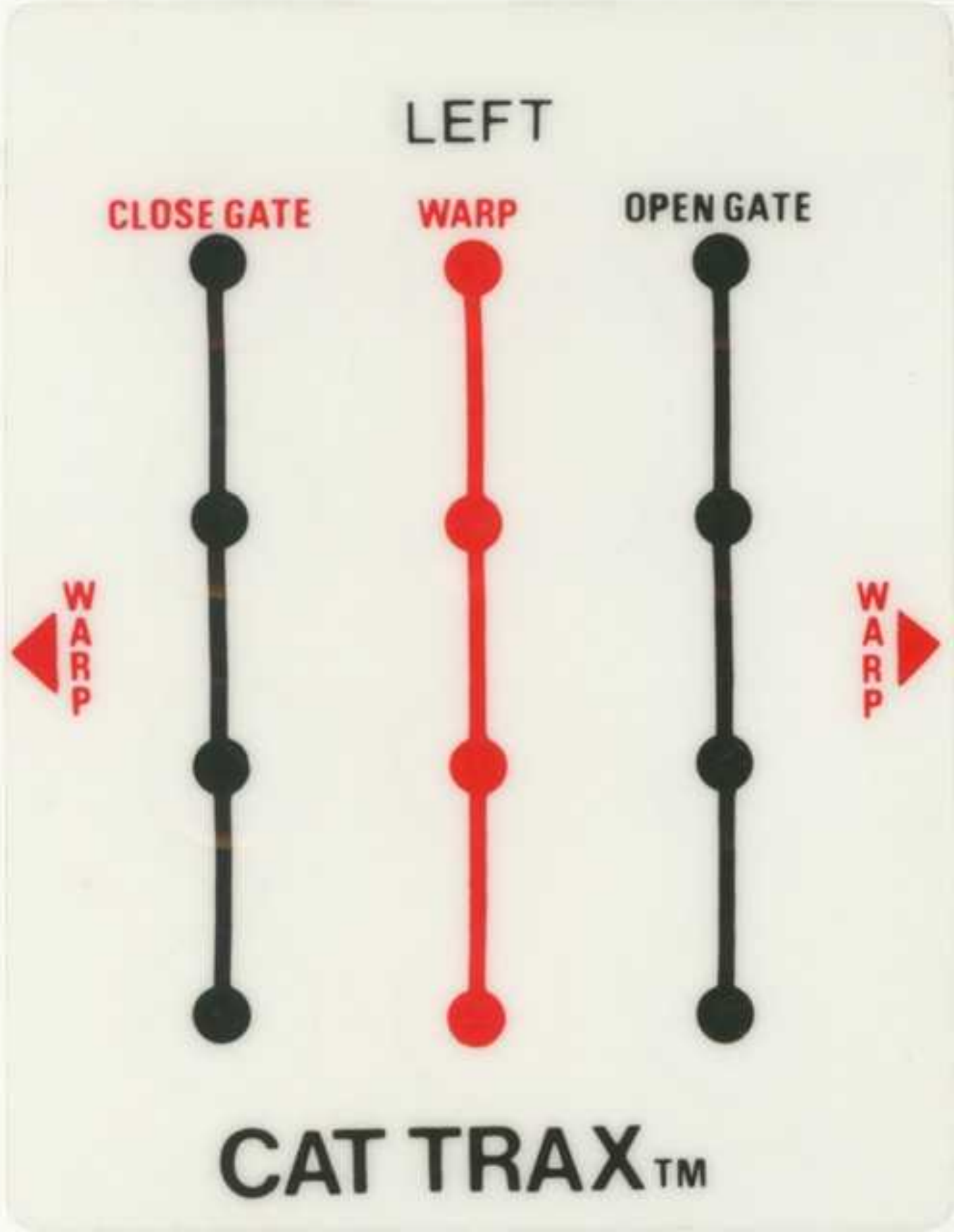
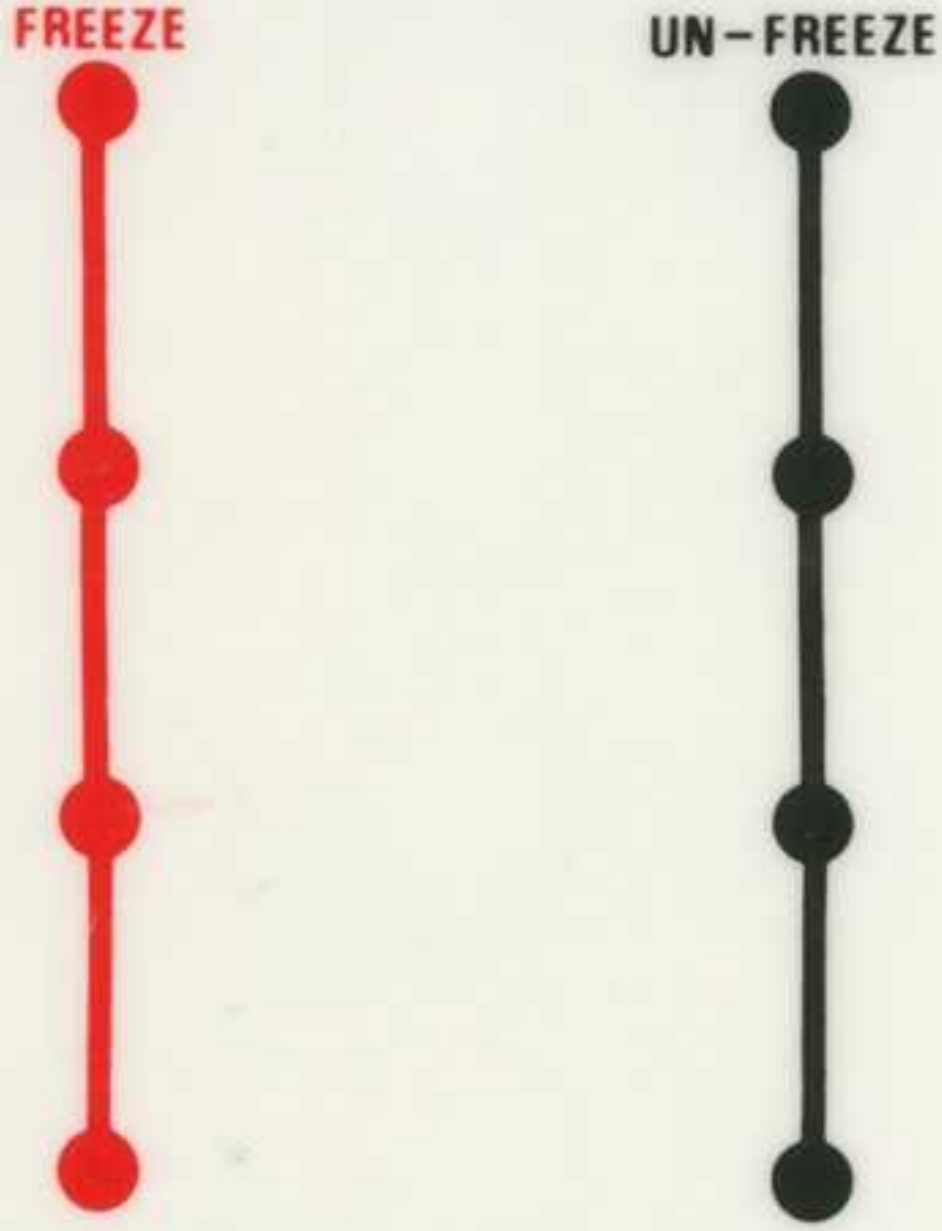

LEFT
CLOSE GATE
WARP
OPEN GATE
WARP
WARP
CAT TRAX™

RIGHT



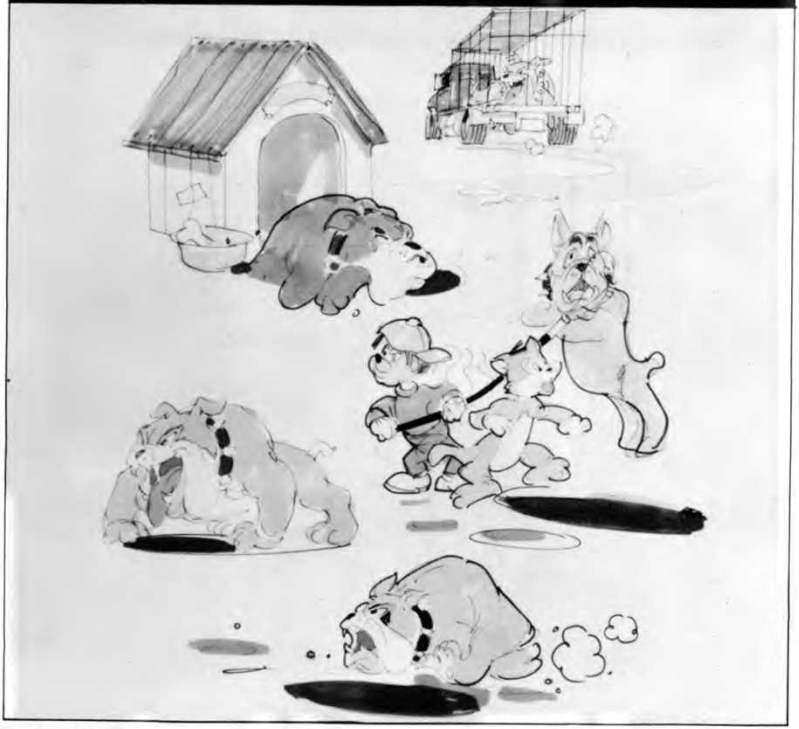
CAT TRAX™

ARCADIA-2001™

BY Emerson

VIDEO GAME INSTRUCTIONS

CAT TRAX™



CART NO. 1

PART NO. 1001

I. GENERAL

1. Be sure the POWER switch is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into each controller keyboard. (See Figs. 1 & 2)
3. Insert cartridge into console (GAME NAME SHOULD FACE YOU).
4. Read this "OWNERS MANUAL" Before playing game.
5. Refer to it for all necessary adjustments for best results.

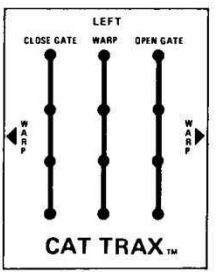


FIG. 1A

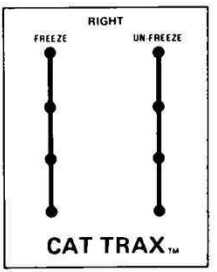


FIG. 1B

OVERLAYS

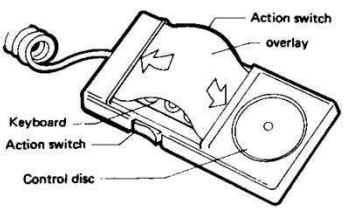


FIG. 2
HOW TO INSTALL OVERLAY

II. OBJECT OF THE GAME

1. The game is about 3 Dogs chasing after a Cat.
2. There are 4 different games plus 8 additional options which make a total of 32 possible play combinations. Games and options will be described later in more details.
3. The purpose of this game is to score as many points as possible.
4. Points are achieved when the Cat eats the Catnip (Dots), apple, fish and Dogs themselves. (see VI. SCORING)
5. Each game can be run with 3 Cats continuously.
6. Initially the Cat will be chased by the Dogs. However, it can turn the tables by eating a fish appears randomly in the middle of the screen for a certain period. Then the Cat will change into a Dog Catching Truck and a count down timing will appear inside the upper past of the doghouse. Within the count down period, the Dogs can be caught by the Dog Catching Truck and they will be sent back to stay in the doghouse automatically until the count down timing is finished.
7. When the Cat eats a fish at the first frame, the count down timing unit will start from 5.0 (actual timing is about 30 seconds). However, if the Cat succeeds to clean up all Catnip (Dots), a second frame will be continued. At this second frame, the count down timing unit for the Dog Catching Truck starts from 4.0 (actual timing is about 25 seconds). In the third frame, the count down timing unit for the Dog Catching Truck starts from 3.0 (actual timing is about 20 seconds). And from the forth frame onward, the count down timing unit will always start from 2.0 (actual timing is about 15 seconds) until the game is over.

8. The apples and fish will appear at random. When eaten by the Cat you get additional points (SEE VI. SCORING). They will then reappear at random at a later time.
9. You have 3 Cats to run for each game. After all Cats being eaten by the Dogs, the game is over. The highest score will store in the computer memory and appear on the top right of the screen. If it is not the highest, then it will disappear when the Start button on the console is being pressed.

III. THE VARIOUS GAMES

GAME 1 –

A. Has "GATE" feature. Press either button of CLOSE GATE on keyboard of left hand controller for closing gates and any OPEN GATE button is for opening gates. This gate feature enables the player to close the gate and isolate the Dogs, and to open the gates for escape purpose.
B. Has "WARP" feature. Push either button of WARP on keyboard or any Action Switch on both sides to activate "WARP". This feature enables the Cat to become "IN-VISIBLE" and disappear and then re-appear randomly. However each time you "WARP" you use up one apple. Only 5 apples are provided in each game and will be deducted after appeared randomly at the centre of bottom part of the screen or after you "WARPED".

GAME 2 – Only has "WARP" feature.

GAME 3 – Only has "GATE" feature.

GAME 4 – Has neither "GATE" nor "WARP" features.

Option 1 – Has Three Tunnel Exits on each side (refer to Fig. 1)

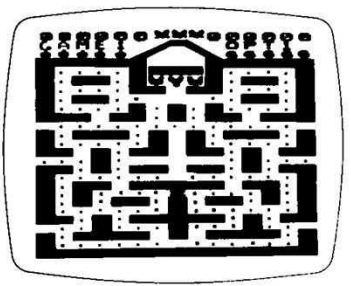


Fig. 1

Option 2 – Has Two Tunnel Exits on each side (refer to Fig. 2)

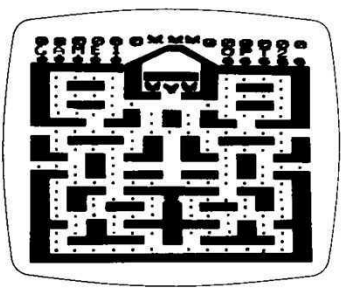


Fig. 2

Option 3 – Has Two Tunnel Exits on each side but in different locations as Option 2. (refer to Fig. 3)

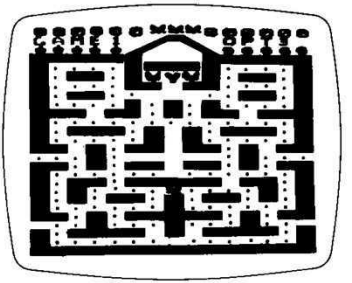


Fig. 3

Option 4 – Has One Tunnel Exit on each side (refer to Fig. 4)

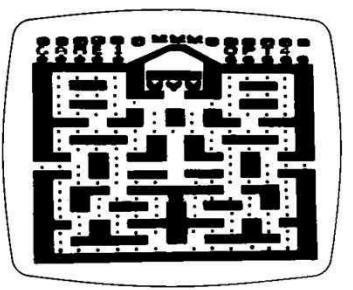


Fig. 4

Option 5 – Same as Option 1 but the Red Dog runs much faster to chase the Cat.

Option 6 – Same as Option 2 but the Red Dog runs much faster to chase the Cat.

Option 7 – Same as Option 3 but the Red Dog runs much faster to chase the Cat.

Option 8 – Same as Option 4 but the Red Dog runs much faster to chase the Cat.

IV. TO START THE GAME

1. Insert cartridge into console.
2. Press "POWER" switch to "ON" position, the red POWER ON light will be lit.
3. Press "RESET" button, the picture shown in Fig. 1. should appear on the screen.
4. Press "SELECT" and "OPTION" buttons to your desired game.
5. Press "START" button to start the game.
6. THIS IS A ONE PLAYER GAME, USE THE LEFT HAND CONTROLLER ONLY.
7. Press "Disc" (or move Joy Stick) to left (9 o'clock) in order to move Cat to left; 3 o'clock to move to right; 6 o'clock to move down and 12 o'clock to move up. The direction of Cat moving is predictive and will continue as before until the direction specified by the Disc/Joy Stick is achieved. The only time the Cat stops is when no new direction is specified and the old direction is blocked off.

8. To maintain highest score on the screen, merely press "START" button for the next game.
   DO NOT DEPRESS "RESET", OTHERWISE ALL SCORES WILL BE WIPED OUT.

V. TO FREEZE THE GAME

1. This game has a freezing ability so that you may FREEZE the game whenever it is necessary until you come back to continue to play it again. USE RIGHT HAND CONTROLLER FOR FREEZING OR UNFREEZING ACTION.
2. To FREEZE the game, press any FREEZE key (see Fig. 1B) on keyboard and all action will be freezed including the sound. Decrease the volume level of your TV if necessary.
3. For UNFREEZE function, press any UNFREEZE key (see Fig. 1B) on keyboard and action will be resumed immediately. If volume has been descreased while freezing, be sure to increase the volume of TV back to desired level before unfreezing the game.

VI. SCORING

Each Catnip (Dots)	–	20 Points
Each Apple	–	1000 Points
Each Fish	–	200 Points
Each Dog	–	200 Points

Printed in Hong Kong